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1 A framework for geometric warps and deformations

88%

Tim Milliron, Robert J. Jensen, Ronen Barzel, Adam Finkelstein

ACM Transactions on Graphics (TOG) January 2002

Volume 21 Issue 1

We present a framework for geometric warps and deformations. The framework provides a conceptual and mathematical foundation for analyzing known warps and for developing new warps, and serves as a common base for many warps and deformations. Our framework is composed of two components: a generic modular algorithm for warps and deformations; and a concise, geometrically meaningful formula that describes how warps are evaluated. Together, these two elements comprise a complete framework useful for ...

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Akira Wakita, Makoto Yajima, Tsuyoshi Harada, Hiroshi Toriya, Hiroaki Chiyokura Proceedings of the fifth symposium on Virtual reality modeling language

(Web3D-VRML) February 2000

Computer graphics systems and CAD/CAM systems are widely used and an abundance of 3D-Data in various fields exists. However, based on the VRML technique, it is difficult to send